

CLAIMS

1. A computer based system for selecting digital media frames, the system being capable of predicting the frames that are to be subject to a subsequent selection action.

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2. The system of Claim 1 in which the subsequent selection action is the selection of the predicted frames for inclusion to create a new clip.

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3. The system of Claim 1 in which the subsequent selection action is the selection of the predicted frames for exclusion from a new clip.

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4. The system of Claim 2 or 3 in which the device holds in device memory information that defines how a user has previously selected frames for inclusion or exclusion; the device using that information to predict how the user wishes to select frames for inclusion or exclusion in the future in a way that is consistent with previous behaviour.

5. The system of Claim 4 in which the information held in device memory that is used for frame prediction is updated whenever the user completes the subsequent selection action.

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6. The system of Claim 4 in which the information determines the number of frames that the system predicts will be subject to selection.

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7. The system of any preceding Claim that graphically represents frames and combines those graphically represented frames with a graphical indication of the prediction of which of those graphically represented frames are to be subject to the subsequent selection action.

8. The system of any preceding Claim in which the system predicts the frames that are to be subject to the subsequent action after the user has selected an initial frame.

9. The system of Claim 8 in which the initial frame is intended to be one of the following options: the sole frame to be used; the middle of a clip; the start of a clip; the end of a clip.

10. The system of Claim 9 in which the user can task or navigate through the options by repetitively selecting a button or menu option.

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11. The system of any preceding Claim in which the system enables the user to select further actions to be performed on frames; the further actions being selected from the list: annotations; effects; transitions.

12. The system of any preceding Claim where the frames are video and/or audio frames.

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13. The system of any preceding Claim that is integrated with a media player application such that system controls are displayed at the same time as controls for the media player application are displayed.

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14. The system of any preceding Claim wherein the device is selected from the following list: laptop computer, mobile PDA with wireless connectivity, mobile telephone, set-top box; hard-disc based personal video recorders (PVR).

15. The system of any preceding claim in which the frames, or a list of those frames, that have been subject to the subsequent selection action are exported.

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16. The system of any preceding Claim which is capable of predicting the frames that are to be subject to a subsequent selection action based on pattern classification applied to the frame content using fuzzy logic or neural nets or by applying pre-defined rules to meta-data stored with the frames or other kinds of data that can be extracted from the frames by
5 suitable processing.

17. A method of selecting digital media frames, comprising the step of predicting the frames that are to be subject to a subsequent selection action.